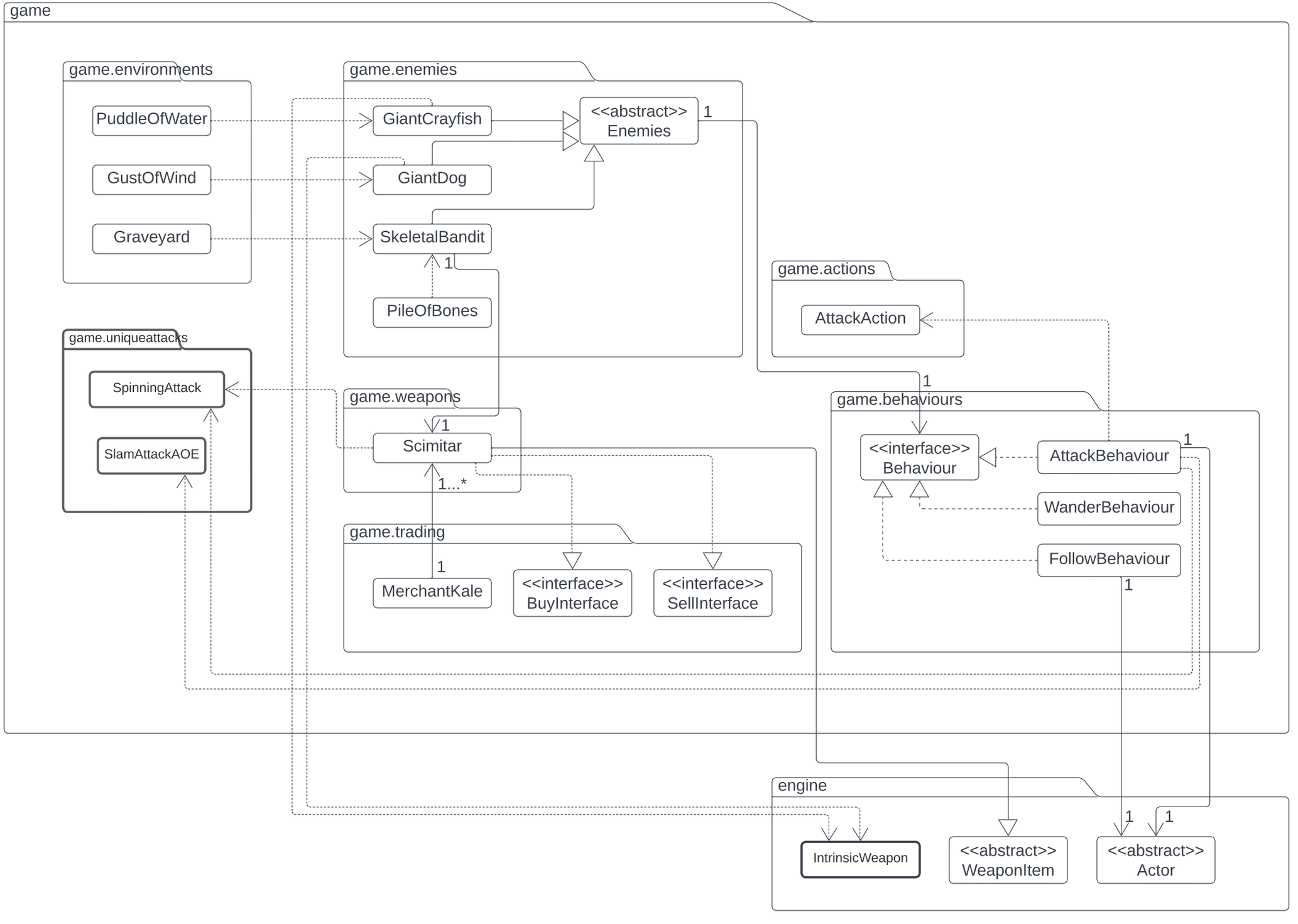
REQ5 UML


game
game.environments
PuddleOfWater
GustOfWind
Graveyard
game.enemies
GiantCrayfish
<<abstract>>
Enemies
1
GiantDog
SkeletalBandit
1
PileOfBones
game.actions
AttackAction
game.uniqueattacks
SpinningAttack
SlamAttackAOE
game.weapons
1
Scimitar
1...*
game.trading
1
MerchantKale
<<interface>>
BuyInterface
<<interface>>
SellInterface
1
game.behaviours
<<interface>>
Behaviour
AttackBehaviour
1
WanderBehaviour
FollowBehaviour
1
engine
IntrinsicWeapon
<<abstract>>
WeaponItem
1
1
<<abstract>>
Actor